INSTRUCTIONS

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INTRODUCTION

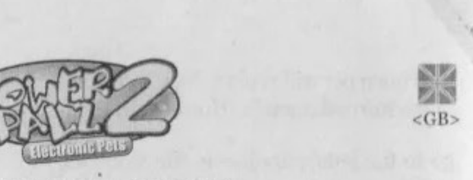
There are 6 different versions of Power Palz II which are grouped into two families. The first family is Dog/Rabbit/Frog and the second family Cat/ Elephant/ Gorilla. Each Power Palz pet comes in a very stylish cabinet called a "host unit". Different units can talk (communicate) with each other via Infra Red (IR). Apart from some simple functions, like fighting, sending gifts etc., pets in different host units can mate with each other. As different species can mate with each other, after a few generations, the host unit can give birth to one of the following species:

Family I :Dog , Rabbit , Frog , DogRabbit , DogFrog , and RabbitFrog .

Family II:Cat ,Elephant ,Gorilla ,CatElephant , CatGorilla ,and ElephantGorilla .

By mating with other pets and giving birth to new generation, the game can go on and on and will never finish.

KEY DEFINITION



A - SELECT
B - ENTER
C - ESC
D - IR

At anytime, you can check the time by pressing B.

STARTING THE GAME

- To activate the game, pull the plastic tab from the side of the game and it enters directly into the time setting mode.

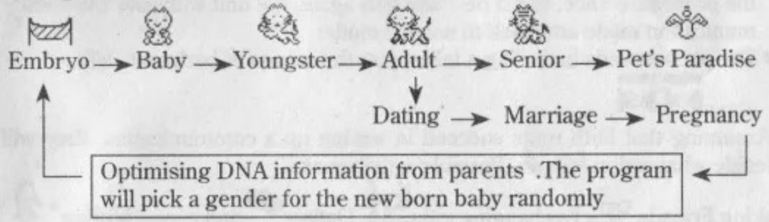
Setting the Time and Naming the Pet

It is very important that you set a correct time for the host unit, so that the pet will behave according to a natural schedule. Once in the time setting mode , press A to adjust; B to confirm and C to go backward. The Time and Date are adjusted in the following sequence: HOUR <-> MINUTE <-> MONTH <-> DAY. Once the time and date are confirmed, the current date will be used as the birth date of the pet and the host unit will automatically enter into the Birth mode.

- When the pet is born, the system will automatically enter the name setting mode.
- Press A to search through the alphabet. Press B to confirm a letter and move into the next space or press C to go back to the previous space;
- The pet's name can have a maximum of 5 letters;
- By confirming the last letter of the pet's name, the system will automatically (randomly) choose a gender for the pet and the game starts. If you want to check the sex of your pet, enter the Index mode as detailed below. If you want to change the sex of your pet simply press the reset button and follow the above procedures until you get the desired sex of your pet.

GROWING CYCLE

The growing stages and duration of each stage of the pet are shown in the following chart:



MENU FUNCTION

For this game, there are eight menu functions altogether. However, depending on the status of the pet, the functions available may be less than eight. At anytime, press A repeatedly to browse through the available options and press B to confirm a selection. Having finished with a function, you can press C to leave. Functions that are not currently available to the pet will still be shown on the screen; however, when you choose that particular function, there will be a reject sound.

1. INDEX

The pet behaves like a real animal. You should meet your pet's demands according to his / her index. There are several indices in the menu. You can browse through them screen by screen by pressing B repeatedly. The information shown includes: The pet's Status (Married / Girl Single / Boy Single), Weight (in "G", which is the most commonly used unit in the Power Palz world) and Name; Strength ; Hunger ; Happiness ; Discipline ; Energy ; Fighting Status and Age (the circle on different steps represent different stages of the pet, while number on the arrow represents the pet's age. For example, there is a 2 next to the arrow, it means the pet is 2 years old. The circle on the third step means the pet is in the third stage(adult stage).). In addition, you can check the name and photos of his / her earlier pet (up to 4 generations) by pressing A repeatedly in the Index menu,

2.FEEDING

Different species of pet will have different foods and different stages of the pet have different feeding times and amounts.

- There are three options to choose: food , vitamin and water .
- You can press A to select one of the choices and press B to confirm the selection.
- The hunger index can only be boosted by consuming food; however, water is necessary for maintaining your pet's health.
- The pet's strength can be increased by taking vitamins;
- Taking too much food or too many vitamins will cause the pet to become overweight and the pet will fall ill.

3. TRAINING

The pet needs to train to increase his / her Strength.

- Depending on the pet type and gender ,the trait will choose a training that guit him/her. For example,

Male Frog : Rives crossing ;

Male Cat : Hiking ;

Female Dog : Rope skipping ;

Female Elephant : Tennis .

- This screen will be shown if the pet fails the training
- From time to time the host unit may reward the pet with a gift if he / she passes the training session . The gift can later be sent to other pets by using the IR Communication mode.
- The pet will refuse to train if he / she becomes too tired or is sick

4. ENTERTAINMENT

To make the pet happy, use this function.

- You will automatically enter either of the following 4 playing modes according to your pet's gender and type.

Male Gorilla : Basketball Practice ;

Male Rabbit : Soccer Practice ;

Female CatGorilla : Swing A Hoola Hoop ;

Female DogRabbit :Dancing .

- At anytime during the animation, you can press C to leave;
- Your pet will refuse to play when he / she is sick.

5. EDUCATION

Your pet needs daily education to make him / her perform and behave well.

- There are two modes to choose from: Scolding and Studies ;
- Press A to select the function and confirm it by pressing B.
- Scolding is not available when the pet is in the senior stage and Studies are not available when the pet is in Baby stage;
- The pet will refuse to take a lesson when he / she is sick.

6. MEDICAL SERVICE

When your pet becomes ill, he / she needs medical service to get better.

- There are two medical services to choose from: injection or medicine
- Press A to select a specific option and confirm it by pressing B.
- This function is only available when the pet is sick, otherwise, there will be a reject sound when you try to enter the sub-menu.
- When the pet is in his / her baby stage, only the injection mode is available; Medicine only is available when the pet is in his / her senior stage;
- For the pet in his / her youngster or adult stage, the available treatment is determined by how ill your pet is.
- If your pet remains ill for a long time, he/she may leave you and pass on to the pets' paradise in the sky. The game is then over and you have to restart from the beginning by pressing the reset button. Keep your pet in great condition for maximum performance.

7. HYGIENE

Don't forget to clean the pet every day to ensure he/she is in the best of health.

- There are two options : BATHROOM and SHOWER .
- Press A to select specific option and confirm it by pressing B.
- The Bathroom function is only available after your pet has left a mess for you to clean up.

8. LIGHT SWITCH

- Pets at different stages of their development have different sleeping times and sleeping needs. It is your responsibility to SWITCH OFF the light when the pet falls asleep.
- Once the light is switched off, when the pet falls asleep, the system will automatically show the graphics of a sleeping pet with a dark light in the upper right corner.
- At anytime, you can wake your pet by switching ON the light. This is sometimes necessary even though this will decrease your pet's Happiness. The pet will then stay awake for 15 minutes and go to sleep again.
- Functions that will be shown on the screen change according to the light status:

Light Status	Functions Available
ON	
OFF	

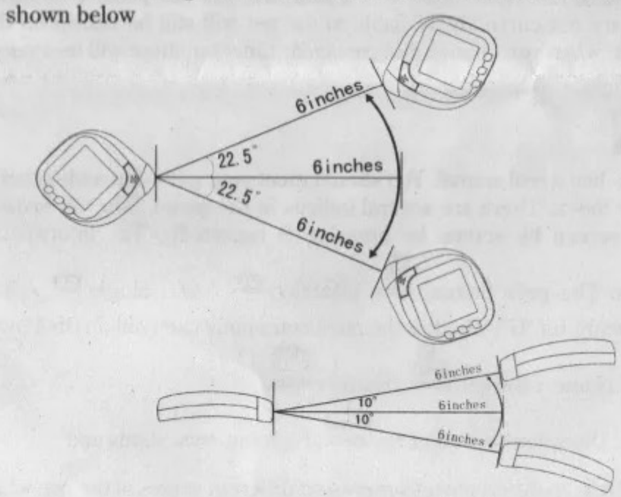
IR COMMUNICATION

Different host units can communicate with each other via the IR port. Press button D on the host unit to start the communication mode. The receiving unit has to press D on his unit to confirm his / her acceptance.

1. Press D and the screen will show to indicate that the pet is searching for a fellow pet. If
   - The pet cannot find another pet to communicate with, the unit will repeat the procedure once, and if he / she fails again, the unit will leave the communication mode and back to normal mode;
   - The pet succeeds in finding a fellow pet; the screen of both units will show .
2. Assuming that both units succeed in setting up a communication, they will decide what action follows. Possible activities are

   Making Friends , Exchanging gifts, Dating and even Fighting
3. IR Communication is disabled, when
   - The pet is in his / her baby stage;
   - The light is switched off.
   - The pet is sick

   In these circumstances, there will be a reject sound when you press D.
4. The effective range for which two units can communicate with each other is shown below



MARRIAGE AND GIVING BIRTH TO NEW GENERATION

In the situation where both pets
1. decide they are going to exchange gifts;
2. are of different genders;
3. are in their adult stage and single.

Both pets will start to mate with each other. After a specific time, if the pets do not date other pets, they will get married. Having been married for a while, the female pet may then become pregnant . After pregnancy she will then give birth to a new baby and the new born pet will replace its parent as the host pet. The game will then continue in the normal manner. However, if the new pet fails to get married in time, it will go to the pets' paradise in the sky after its elderly stage and the game is over.

MAINTAINING A HEALTHY PET

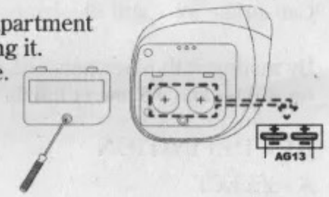
To keep the pet healthy, you should:
- Never let the pet become too hungry;
- Remember to feed the pet with water and vitamins regularly;
- Remember to keep your pet clean, shower it regularly. Also remember to clean up after your pet has gone to the bathroom.
- Maintain a balanced life that includes regular training, entertainment and education;
- Treat the pet immediately when he / she falls ill.

RESET

If the unit malfunctions, press the RESET button on the back of the cabinet using a pointed device or remove the battery from battery compartment and install it again.

INSERTING THE BATTERY

To insert the batteries, remove the battery compartment cover at the back of the game unit by unscrewing it. Insert 2 x AG13 batteries as shown in the figure. The game unit will start automatically and is ready to play.



⚠ Caution:
- Batteries should always be replaced by adult.
- Do not give tools to children to open the battery door.
- This product is not suitable for children under 36 months due to small parts which may present a choking hazard.
- Batteries are to be inserted with the correct polarity.
- Only batteries of the same or equivalent type as recommended are to be used.
- The game unit may contain small parts
- Replace batteries when you notice the screen is dimmer than normal.
- Different type of batteries or new and used batteries are not mixed.
- Non rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the game unit before being charged.
- Rechargeable batteries are only to be changed under adult supervision.
- Exhausted batteries are to be removed from the game unit.
- The supply terminals are not to be short-circuited.

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